

Computing Curriculum - Progression of Vocabulary

Pearl Class (EYFS)	1 year cycle	Computer, iPad, Tablet, App, Camera, Keyboard, Picture, Print, Floor robot/ Beebot, Forwards, Backwards, Turn, Instructions, log-in, stop, go, obstacle Technology in Our Lives Technology, Share, Search, Internet Handling Data Pictures, Video, Text, Sounds					
	2 year cycle	Term1 <i>Computing systems and networks</i>	Term2 <i>Creating Media</i>	Term3 <i>Creating Media</i>	Term4 <i>Data and Information</i>	Term5 <i>Programming</i>	Term6 <i>Programming</i>
Ruby Class (Year 1 & 2)	Cycle A	Technology around us	Digital Painting	Digital Photography	Grouping Data	Moving a Robot	Robot Algorithms
		Lesson 1 Technology	Lesson 1 Paint program, tool, paintbrush, erase, fill, undo	Lesson 1 Device, camera, photograph, capture, image, digital	Lesson 1 Object, label, group, search, image	Lesson 1 Forwards, backwards, turn, clear, go, commands	Lesson 1 Instruction, sequence, clear, unambiguous, algorithm, program
		Lesson 2 Computer, mouse/trackpad, keyboard, screen, click, drag	Lesson 2 Piet Mondrian, primary colours, shape tools, line tool, fill tool, undo tool	Lesson 2 Landscape, portrait	Lesson 2 Group, object, label, image	Lesson 2 Instructions, directions	Lesson 2 Sequence, order, algorithm, commands
		Lesson 3 Computer mouse/trackpad, draw, click, double-click, click and drag	Lesson 3 Henri Matisse, shape tool, fill tool	Lesson 3 Framing, subject, compose	Lesson 3 Group, object, property, label, colour, size, shape	Lesson 3 Forwards, backwards, commands	Lesson 3 Sequence, prediction, program
		Lesson 4 Input device, computer, keyboard, mouse	Lesson 4 Wassily Kandinsky, tools, feelings, colour, brush style	Lesson 4 Light sources, flash, focus, background	Lesson 4 Group, object, property, value, label, colour, data set	Lesson 4 Left, right, turn, commands	Lesson 4 Artwork, design, route, mat
		Lesson 5 Shift, space bar, capital letter, full stop	Lesson 5 Georges Seurat, Pointillism, brush size	Lesson 5 Editing, filter	Lesson 5 Group, object, size, property, value, label, colour, shape, more, less, most, fewest	Lesson 5 Plan, algorithm, program	Lesson 5 Algorithm

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		Lesson 6 Safely, responsibly, computer, technology	Lesson 6 Pictures, painting, computers, like, prefer, dislike	Lesson 6 Format, framing, lighting, focus, filter	Lesson 6 Group, object, property, value, label, colour, data set, more, less, most, least, fewest, the same	Lesson 6 Route, plan, program	Lesson 6 Debugging, algorithm, program
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Ruby Class (Year 1 & 2)	Cycle B	Technology around us	Digital Writing	Making Music	Pictograms	Introduction to Animation	An Introduction to Quizzes
		Lesson 1 Technology	Lesson 1 Word processor, keyboard, keys, letters, Microsoft Word, Google Docs	Lesson 1 Music, planets, Mars, Venus, war, peace, quiet, loud, feelings, emotions	Lesson 1 More than, less than, most, least, organise, data, object, tally chart, votes, total	Lesson 1 ScratchJr, Bee-Bot, command, sprite, compare, programming, programming area	Lesson 1 Sequence, command, program, run, start
		Lesson 2 Computer, mouse/trackpad, keyboard, screen, click, drag	Lesson 2 Word processor, keyboard, keys, letters, numbers, space, backspace, text cursor, Microsoft Word, Google Docs	Lesson 2 Pattern, rhythm, pulse	Lesson 2 Pictogram, enter, data, tally chart, compare, more than, less than, objects, count	Lesson 2 Block, joining, run, command, start, block, program, delete, programming area, background, reset, algorithm, predict	Lesson 2 Sequence, command, outcome, predict, program, blocks
		Lesson 3 Computer mouse/trackpad, draw, click, double-click, click and drag	Lesson 3 Word processor, keys, keyboard, capital letters, toolbar, bold, italic, underline, Microsoft Word, Google Docs	Lesson 3 Neptune, pitch, tempo, rhythm, notes	Lesson 3 Tally chart, data, pictogram, explain, more, less, most, least, more common, least common	Lesson 3 Effect, change, value, block	Lesson 3 Sprite, algorithm, blocks, design, sequence, predict
		Lesson 4 Input device, computer, keyboard, mouse	Lesson 4 Word processor, keyboard, mouse, cursor, select, font,	Lesson 4 Pattern, notes, instrument, tempo	Lesson 4 Attribute, group, same, different, object, more	Lesson 4 Instructions, sprite, delete, program, algorithm	Lesson 4 Actions, sprite, project, blocks,

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			toolbar, bold, italic, underline, Microsoft Word, Google Docs		than/less than, most/least		design, sequence, modify, change
		Lesson 5 Shift, space bar, capital letter, full stop	Lesson 5 Word processor, keyboard, keys, cursor, undo, font, toolbar, bold, italic, underline, Microsoft Word, Google Docs	Lesson 5 Create, emotion, pitch, pulse/beat, tempo, instrument, rhythm, notes	Lesson 5 Attribute, compare, tally chart, pictogram, more than, less than, most popular, least popular, conclusion	Lesson 5 Sprite, background, appropriate, algorithm	Lesson 5 Design, algorithm, build, sequence, blocks, match
		Lesson 6 Safely, responsibly, computer, technology	Lesson 6 Word processor, keyboard, keys, undo, backspace, toolbar, bold, italic, underline, Microsoft Word, Google Docs	Lesson 6 Open, edit	Lesson 6 Tally chart, pictogram, block diagram, most, least, common, sharing, data	Lesson 6 Sprite, design, programming blocks, algorithm, programs	Lesson 6 Compare, design, debug, program, features, evaluate

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Sapphire Class (Year 3 & 4)	Cycle A	Connecting Computers	Animation	Audio Editing	Branching Databases	Sequence in Music	Repetition in Shapes
		Lesson 1 Digital device, input, output, process	Lesson 1 Animation, flip book	Lesson 1 Audio, record, playback, microphone, speaker, headphones, input, output	Lesson 1 Attribute, value, questions, table, objects	Lesson 1 Scratch, blocks, programming, commands, code, sprite, costume, stage, backdrop	Lesson 1 Program, turtle, commands, code
		Lesson 2 Digital device, input, output, process	Lesson 2 Stop-frame animation, frame, sequence, image, photograph	Lesson 2 Audio, sound, record, playback, start, pause, stop, podcast	Lesson 2 Branching database, database, attribute, value, questions, objects, equal, even, separate	Lesson 2 Sprites, programming blocks, motion, turn, point in direction, go to, glide	Lesson 2 Algorithm, design, debug, logo commands
		Lesson 3 Program	Lesson 3 Setting, character, events, stop-frame animation, onion skinning	Lesson 3 Audio, sound, record, playback, start, pause, stop, podcast, save, file	Lesson 3 Branching database, database, attribute, value, questions, objects	Lesson 3 Sequence, event, task, design, code, run the code	Lesson 3 Sequence, event, task, design, code, run the code
		Lesson 4 Connection, network, network switch	Lesson 4 Stop-frame animation, onion skinning, consistency	Lesson 4 Audio, sound, record, playback, edit, selection, open, save, file	Lesson 4 Branching database, attribute, questions, structure, compare, order, organise	Lesson 4 Sequence, order, note, chord	Lesson 4 Pattern, repeat, repetition, count-controlled loop, algorithm, value
		Lesson 5 Network switch, server, wireless access point (WAP)	Lesson 5 Evaluation, animation, onion skinning, delete, frame	Lesson 5 Audio, sound, edit, selection, open, save, mixing, time shift	Lesson 5 Branching database, attribute, value, question, j2data, selecting	Lesson 5 Sprite, stage, costume, backdrop	Lesson 5 Repeat, count-controlled loop, decompose, procedure
		Lesson 6 Network switch, server, wireless access point (WAP)	Lesson 6 Animation, media, import, transition	Lesson 6 Export, MP3, audio, editing, evaluate, feedback	Lesson 6 Branching database, attribute, value, questions, j2data, pictogram, compare, information, decision tree	Lesson 6 Design, algorithm, bug, debug	Lesson 6 Count-controlled loop, procedure, debug, program

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Sapphire Class (Year 3 & 4)	Cycle B	The Internet	Desktop Publishing	Photo Editing	Data Logging	Events and Actions	Repetition in Games
		Lesson 1 Internet, network, router, network security	Lesson 1 Text, images, advantages, disadvantages, communicate	Lesson 1 Image, edit, arrange, select, digital, crop, undo, save	Lesson 1 Data, table (layout)	Lesson 1 Motion, event, sprite, algorithm, logic	Lesson 1 Scratch, code, programming, sprite, blocks, loop, repeat, value
		Lesson 2 Network switch, server, wireless access point (WAP), router	Lesson 2 Font, font style, communicate, template	Lesson 2 Image, search, save, copyright, composition, edit, save, pixels, crop, rotate, flip	Lesson 2 Input device, sensor, data logger	Lesson 2 Move, resize, algorithm	Lesson 2 Block, repeat, forever, infinite loop, count-controlled loop, costume
		Lesson 3 Website, web page, web address, router, routing, route tracing, browser	Lesson 3 Landscape, portrait, orientation, placeholder, template, layout, content	Lesson 3 Image, adjustments, effects, colours, hue/saturation, sepia, save, version, illustrator, vignette	Lesson 3 Data logger, logging, data point, interval	Lesson 3 Extension block, pen up, set up	Lesson 3 Repetition, forever, infinite loop, count-controlled loop, animate, costume, event block, duplicate
		Lesson 4 World Wide Web, internet, content, website, web page, links, files	Lesson 4 Desktop publishing, copy, paste	Lesson 4 Image, edit, retouch, clone, recolour, magic wand, select, adjust, sharpen, brighten	Lesson 4 Analyse, data set, import, export	Lesson 4 Pen, design, event, action, algorithm	Lesson 4 Block, repeat, forever, infinite loop, modify, design
		Lesson 5 Website, use, content, download, sharing, ownership, permission	Lesson 5 Layout, purpose	Lesson 5 Image, fake, real, cut, composite, copy, paste, alter, background, foreground	Lesson 5 Data, data logger, logged, collection	Lesson 5 Debugging, errors, setup	Lesson 5 Infinite loop, count-controlled loop, repetition, design, sprite, algorithm
		Lesson 6 Information, sharing, accurate, honest, content, adverts	Lesson 6 Desktop publishing, benefits	Lesson 6 Image, publication, elements, original, font style, shapes, border, layer	Lesson 6 Analyse, review, conclusion	Lesson 6 Design, code, setup, test, debug, actions, events	Lesson 6 Repetition, design, algorithm, duplicate, debug, refine, evaluate

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Emerald Class (Year 5 & 6)	Cycle A	Communication	Video Editing	Web Page Creation	Spreadsheets	Variables in Games	Sensing
		Lesson 1 Search, search engine, Google, Bing, Yahoo!, Swisscows, DuckDuckGo, refine	Lesson 1 Video, audio, recording, storyboard, script, soundtrack, dialogue	Lesson 1 Website, web page, browser, media, Hypertext Markup Language (HTML)	Lesson 1 Spreadsheet, data, data heading, data set, cells, columns and rows	Lesson 1 Variable, change, name, value	Lesson 1 Micro:bit, MakeCode, input, process, output, flashing, USB
		Lesson 2 Index, crawler, bot, search engine	Lesson 2 Video, audio, recording, capture, zoom, storage, digital, tape	Lesson 2 Web page, website, logo, layout, header, media, purpose	Lesson 2 Data, data item, data set, object, format, spreadsheet application, common attribute	Lesson 2 Variable, name, value, set, change	Lesson 2 Selection, condition, if then else, variable, random
		Lesson 3 Ranking, search engine, search engine optimisation, links, web crawlers	Lesson 3 Video, audio, AV (audio-visual), recording, save, videographer Video techniques: Zoom, pan, tilt, angle	Lesson 3 Copyright, fair use	Lesson 3 Formula, calculation, data, spreadsheet, input, output. cells, cell reference	Lesson 3 Variable, set, change, design, event	Lesson 3 Input, selection, condition, variable, sensing, accelerometer
		Lesson 4 Searching, search engine, web crawler, content creator, selection, ranking	Lesson 4 Video, lighting, setting, YouTuber, content, light, audio/sound, camera angle, colour	Lesson 4 Web page, home page, preview, evaluate, device, Google Sites	Lesson 4 Data, calculate, operation, formula, cell, range, duplicate, sigma	Lesson 4 Design, algorithm, code	Lesson 4 Compass, direction, variable, navigation
		Lesson 5 Communication, internet	Lesson 5 Export, computer, Microsoft Movie Maker, split, trim/clip, edit, titles, end credits, timeline, transitions, audio, soundtrack, content, retake/reshoot (choose agreed language)	Lesson 5 Website, web page, breadcrumb trail, navigation, hyperlink, subpage (choose agreed language)	Lesson 5 Propose, question, data set, data, organised, formula	Lesson 5 Task, algorithm, design, artwork, program, project, code, test, debug	Lesson 5 Micro:bit, design, task, algorithm, variable, step counter
		Lesson 6 Communication, public, private, one-way, two-way, one-to-one, one-to-many, SMS, email, WhatsApp, blog, YouTube, Twitter, BBC Newsround	Lesson 6 Video, special effects, title screen, end credits, export, constructive feedback	Lesson 6 Hyperlink, evaluate, website, web page, implication, external link, embed	Lesson 6 Graph, chart, evaluate, results, comparison, questions, software, tools, data	Lesson 6 Improve, evaluate, share	Lesson 6 Plan, create, code, test, debug

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Emerald Class (Year 5 & 6)	Cycle B	Sharing information	Vector Drawing	3D Modelling	Flat-File Databases	Selection in Physical Computing	Selection in Quizzes
		Lesson 1 System, connection, digital, input, process, output	Lesson 1 Vector, drawing tools, shapes, object, icons, toolbar	Lesson 1 2D, 3D, 3D object, 3D space, view	Lesson 1 Spreadsheet, data, data heading, data set, cells, columns and rows.	Lesson 1 Microcontroller, Crumble controller, components, LED, Sparkle, crocodile clips, connect, battery box, program, repetition, infinite loop	Lesson 1 Selection, condition, true, false, count-controlled loop
		Lesson 2 System, connection, digital, input, process, output	Lesson 2 Vector drawing, object, move, resize, colour, rotate, duplicate/copy	Lesson 2 2D, 3D, 3D object, 3D space, resize, colour, lift	Lesson 2 Data, data item, data set, object, spreadsheet application, format, common attribute	Lesson 2 Microcontroller, Crumble controller, output devices, motor, LED, Sparkle, crocodile clips, connect, battery box, program, repetition, count-controlled loop	Lesson 2 Selection, condition, true, false, outcomes, debug, conditional statement (the linking together of a condition and outcomes), algorithm, program
		Lesson 3 Protocol, address, packet	Lesson 3 Organise, zoom, select, rotate, object, alignment grid, resize, handles, consistency, modify	Lesson 3 Rotate, position, select, duplicate	Lesson 3 Formula, calculation, data, spreadsheet, input, output. cells, cell reference	Lesson 3 Microcontroller, Crumble controller, components, switch, motor, LED, Sparkle, crocodile clips, connect, battery box, program, condition, true, false, input	Lesson 3 Selection, condition, true, false, outcomes, question, answer, algorithm, program, debug
		Lesson 4 Chat, explore, slide deck	Lesson 4 Layers, object, front, back, order	Lesson 4 Dimensions, placeholder, hole, group, ungroup	Lesson 4 Data, calculate, operation, formula, cell, range, duplicate, sigma	Lesson 4 Microcontroller, output devices, selection, condition, action	Lesson 4 Task, design, algorithm, input, program, selection, condition, outcomes

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		Lesson 5 Chat, explore	Lesson 5 Copy, paste, group, ungroup, duplicate, object, vector drawing, reuse	Lesson 5 Resize, group, ungroup, design	Lesson 5 Propose, question, data set, data, organised, formula	Lesson 5 Task, design, selection, repetition, condition, action, microcontroller, Crumble controller, output devices, motor, LED, Sparkle, switch, crocodile clips, battery box	Lesson 5 Implement, design, algorithm, program, selection, condition, outcome, test, run
		Lesson 6 Reuse, remix, collaboration	Lesson 6 Improvement, evaluate, alternatives, vector drawing	Lesson 6 Modify, evaluate, improve	Lesson 6 Graph, chart, evaluate, results, comparison, questions, software, tools, data	Lesson 6 Task, design, selection, repetition, condition, action, microcontroller, Crumble controller, output devices, motor, LED, Sparkle, switch, algorithm, program, debug, evaluate	Lesson 6 Implement, design, algorithm, program, debug, test, setup, selection, condition, outcome, share, evaluate, constructive